

Slide 2

Conversation is a good way to get the creative juices flowing, let's discuss some projects.

Slide 3-8

Discuss/demo projects, see how students feel about their effectiveness and be sure to note the technical infrastructure associated with their deployment.

Slide 9 (general observations)

What can we derive from these examples?

- Visualization is prominent, popular
- It has a commercial value
- The web is an important (but not only) means of disseminating work
- Visualization is often tied to interaction design

Slide 10 (Tufte Graph)

The examples we've looked at are far removed from 'traditional' graphing. What is the value of a graph like this compared to interactive examples above?

Slide 11 (Tufte/TVDOQI)

Introduce/Contextualize Tufte – highlight his importance to the field.

Slide 12-16 (Info Design 101)

Let's step back and think about the broader field of information design.

Slide 17 (CSS/Web)

The web is an important frame of reference – discuss style/content divide with CSS.

Slide 18-22

Highlight Key texts

Also, make statement about this 'not being a computational design course' despite our exploration of R.

Take break – go through syllabus

Slide 25 – Data/singular or plural

Be sure to point out how use of it in plural is disciplinary

Slide 26 – Rob Myers Quote

Ensure students understand socialist realism & neoliberalism. Give them time to answer.

After a while....

Slide 27 Socialist Realism

- 1930s reaction to 'bourgeois' art such as impressionism/cubism
- Communist Russia had roots in the avant-garde
- Art of everyday life – ideologically motivated/driven
- This slide depicts workers as a unified mechanistic entity – freeing a dove
- Note the infrastructure in the background
- Teleological model underpinning Marxism whereby history 'progresses' as per a prescribed narrative

Slide 28 Bloomberg Terminals

- Let the market figure it out! Deregulation – Clinton years and onwards
- Bloomberg terminal as icon of that 'informational' paradigm
- Automated trading/algorithms. Mention Kevin Slavin talk.

Slide 29 Car Dashboard

- Ask group about distinction between visualization and interaction design. How are disciplines related? Can they be separated?

Slide 30 Group project crit

- Watch Stuxnet video with the group and critique it. See how group feels about type/animation and overall clarity of this short.